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(54) Title: METHOD AND APPARATUS FOR DECODING A DATA STREAM IN AUDIO VIDEO STREAMING SYSTEMS

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# Aligned_sequences: 2
# 1: DEX0500_001.aa.1|Ovr115.aa
# 2: DEX0500_001.aa.2|Ovr115v2.aa
# Matrix: xBL0STM62
# Gap_penalty: 100.0
# Extend_penalty: 0.5
=====
Ovr115.aa      1 MLQDPDSQPLMBLWKPLRKRIPMAYTFKVGIPLLIALLSLASIIIXIV 50
[...]......
Ovr115v2.aa    1 MLQDPDSQPLM 12
Ovr115.aa      51 VLXEVILDKYVPLCGOPLHFLPRKQLCDGHLDCPLGDEERCVESPFEGD 100
Ovr115v2.aa    13 SLVEVKVILDKYVPLCGOPLHFLPRKQLCDGHLDCPLGDEERCVESPFEGD 62
Ovr115.aa      101 AVAVRLSKEDRSTLQVLDSATGWTFACDFNTFALARTACRQHGTSSKPT 150
Ovr115v2.aa    63 AVAVRLSKEDRSTLQVLDSATGWTFACDFNTFALARTACRQHGTSSKPT 112
Ovr115.aa      151 PRAVHKGPDQDLDVWLTENQMLMRSNSGCPCLSGSLVLSLACOKSL 200
Ovr115v2.aa    113 PRAVHKGUDQDLDVWLTENQMLMRSNSGCPCLSGSLVLSLACOKSL 162
Ovr115.aa      201 KTPPVVVGGEAEAVDSDMPWQVSIQXDKQPVCGGSLLDPBWWVLTAAHCPCPKH 250
Ovr115v2.aa    163 KTPPVVVGGEAEAVDSDMPWQVSIQXDKQPVCGGSLLDPBWWVLTAAHCPCPKH 211
Ovr115.aa      251 TDFVFWKVTRAGSDKLGSPPSIAVAXXIXIIFNPMPYPIKNDIAMLXKUQFPL 300
Ovr115v2.aa    213 TDFVFWKVTRAGSDKLGSPPSIAVAXXIXIIFNPMPYPIKNDIAMLXKUQFPL 262
Ovr115.aa      301 TPSGTVTFICLPPFDRLYTPATYLWIXGNGWFTXQNGKMSDILLQASVQV 350
Ovr115v2.aa    263 TPSGTVTFICLPPFDRLYTPATYLWIXGNGWFTXQNGKMSDILLQASVQV 312
Ovr115.aa      351 IDGSTRCNADAYQGVETEEMCAGIPDGEGGVDTQCGSGGGPMTYQSDQHVV 400
Ovr115v2.aa    311 IDGSTRCNADAYQGVETEEMCAGIPDGEGVDTQCGSGGGPMTYQSDQHVV 362
Ovr115.aa      401 VQZVSENGCCGCGPSPGQVTTKVSAYLNWIZYVMKAL 437
Ovr115v2.aa    363 VQZVSENGCCGCGPSPGQVTTKVSAYLNWIZYVMKAL 399

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(57) Abstract: A method for decoding a data stream containing audio/video substreams (14) and control substreams comprises buffering nodes (12) having the possibility to buffer multiple data packets in the same buffer. This may be achieved by having separate parameters for the allocated buffer size and any stored packet. Thus, not only multiple packets may be stored in the buffering node (12), but also such node may exist while its buffer is empty, so that the node may be reused later. This is particularly useful for buffering and selectively accessing multiple audio packets in MPEG-4 audio nodes or sound nodes.